

## LogOnServer Method (Application Object)

The **LogOnServer** method logs on to an SQL server or ODBC data source. Once logged on using this method, you will remain logged on until you call **LogOffServer** or until the **Application** Object is destroyed. This method corresponds to PELogOnServer of the Crystal Report Engine API.

## Syntax

```
object.LogOnServer DLLName, ServerName, _DatabaseName,  
UserID, Password
```

## Parameters

**DLLName** - Specifies the name of the DLL for the server or password protected non-SQL table you want to log on to, for example "PDSODBC.DLL". Note that the dllName must be enclosed in quotes. DLL names have the following naming convention: PDB\*.DLL for standard (non-SQL) databases, PDS\*.DLL for SQL/ODBC databases.

**ServerName** - Specifies the log on name for the server used to create the report.\* (For ODBC, use the data source name.) This value is case-sensitive.

**DatabaseName (Optional)** - Specifies the name for the database used to create the report.\*

**UserID (Optional)** - Specifies the User ID number necessary to log on to the server.\*

**Password (Optional)** - Specifies the password necessary to log on to the server.

*\* When you pass an empty string ("") for this parameter, the program uses the value that's already set in the report. If you want to override a value that's already set in the report, use a non-empty string (i.e., "Server A").*